**Monopoly Use-Cases**

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| Use Case | Start Game |
| Actors | Player |
| Basic Flow | The player clicks on start button. The player will enter his name and his token color, followed by another player’s entering their name and their token color. |
| Alternative Flow 1 | The player enters an invalid token color. The player is again asked by the game to enter a token color until he enters, he enters a valid token color. |
| Pre-Conditions | The game application is running. |
| Post-Conditions | A new game is started. |

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| Use Case | Roll Die and Move Token |
| Actor | Player |
| Basic Flow | The player clicks on roll die button. The player token moves that number of steps as is shown by the sum of die face values in the clockwise direction. |
| Pre-Conditions | All the players have entered their names and token color’s i.e., the game has started. |
| Post-Conditions | Die have been rolled by the player and player token has been moved to some property. |

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| Use Case | Take Decision on reaching a property |
| Actor | Player |
| Basic Flow | The property name on which player token has landed is displayed to player. The player buys or rents the property and money is deducted from player’ money accordingly. |
| Alternative Flow 1 | The player doesn’t have enough money to even rent the property. The player is displayed a message saying he doesn’t have the money to rent the property. The player token is stuck at that place until he has enough money to rent that property. |
| Alternative Flow 2 | The player’s token landed on the property which is already owned by another player. The player pays him the rent for the property and this rent is added to owner’s money. |
| Alternative Flow 3 | The player’s token landed on the property which is already owned by him. He doesn’t pay any rent here. |
| Alternative Flow 4 | The player’s token landed on free parking. He doesn’t pay any rent here. |
| Alternative Flow 5 | The player’s token landed on the reward card’s i.e., chance and community chests. The player gets a reward of $50 in case of chance and incase of community chest he gets a reward of $200. |
| Alternative Flow 6 | The player’s token landed on penalty cards i.e., jail, income tax or luxury tax. The player’s money is reduced by $300 in case of jail and $200 in case of income tax and $100 in case of luxury tax. |
| Pre-Conditions | All the players have entered their names and token color’s i.e., the game has started.  The player has rolled die and his token has landed on a property. |
| Post-Conditions | The player has taken a decision on rolling a die and reaching a property. |
| USE CASE | Sell Property |
| Actors | Player |
| Basic Flow | The player clicks the sell property button. He then enters the property owner name and the x and y co-ordinate of the property he wants to buy. He enters his own name. The property cost is subtracted from buyer’s money and added to seller player’s money and the property is sold to buyer player. |
| Alternative Flow 1 | The owner name entered is invalid. The player is displayed a message saying that the owner name you entered doesn’t match with any player name and sell property window is closed. |
| Alternative Flow 2 | The buyer doesn’t have enough money to buy the property. He is displayed a message saying that you don’t have enough money to buy this property and sell property window is closed. |
| Pre-Conditions | The players have input their names and token colors, i.e., game is started. |
| Post-Conditions | The player has bought the property from owner of the property. |

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| Use Case | Check Winner |
| Actor | Game |
| Basic Flow | The game checks after each die roll whether any three of four players have gone bankrupt i.e., they can’t buy or rent property. The game then displays one player as winner who has most money remaining and then 1st runner-up as the player who has 2nd most money remaining and so on for 3rd and 4th player. |
| Pre-Conditions | The game has been started. |
| Post-Conditions | The winner and runner-up’s have been displayed to the players. |